

## ABSTRACT

The present invention provides a method and apparatus in which a biometric information relating to a player is used to facilitate game play in multiplayer game environments. In particular, the present invention provides a game platform, a biofeedback sensor, and a biofeedback signal interface connection between the game platform and the biofeedback sensor. The biofeedback signal interface converts the biofeedback sensor information into a signal input usable by the game platform, which executes multimedia events as determined, in part, by the biometric information.

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